

The Hit Squad

COMIC BAKERY



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C 64/128
CASSETTE

COMIC BAKERY

LOADING INSTRUCTIONS

C64 CASSETTE: Insert cassette into cassette unit. Press **SHIFT** and **RUN/STOP** simultaneously. Press **PLAY** on the cassette unit. The program will load and run automatically.

THE GAME

Joe the baker must defeat the rascally Racoons and get his loaves out of the factory and loaded up before 5 o'clock.

His trusty stun-gun and quick wits are the only help on hand, he'll have to keep a sharp eye on those Racoons as they can prove fatal if they get too close!

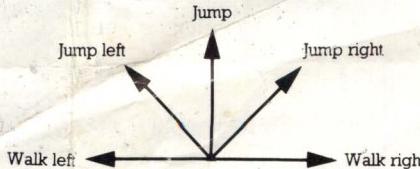
PLAYING

Bake as many loaves as possible and truck them to the Baker's Shop before time runs out. The bakery is automated so it should be easy, but mischievous Racoons have broken into the factory and are intent on stealing the loaves, switching off the machinery and getting under your feet!

To combat these pests you are equipped with a stun-gun which sends the Racoons to sleep for a few moments enabling you to rush up and kick them out. The layout of the factory is displayed in a radar view at the top of the screen and you must keep the conveyors rolling at all costs — switching the machinery back on after being sabotaged by the Racoons and stunning or jumping over them as they approach (The stun-gun operates in the direction of travel or if stationary the last direction).

CONTROLS

The game is controlled by joystick in Port 2 and is for one player.



Fire Button — Stun-Gun

The "S" key selects music or sound effects

Stop key — Stop/Starts game.

STATUS AND SCORING

On-screen scoring shows current score, hi-score, stage or level number, number of stun-shots left and number of lives remaining.

On the side of the Bakery Truck is displayed the number of loaves successfully baked.

Points are awarded as follows:

300 — Top Racoon

200 — Bottom Racoon

120 — Kicking Racoon

50 — Switching Machine back on.

Bonus points: 600 for each loaf baked. For every 10,000 points a bonus life is awarded (Up to a maximum of 6).

N.B. A life is lost each time Joe collides with a Racoon.

HINTS AND TIPS

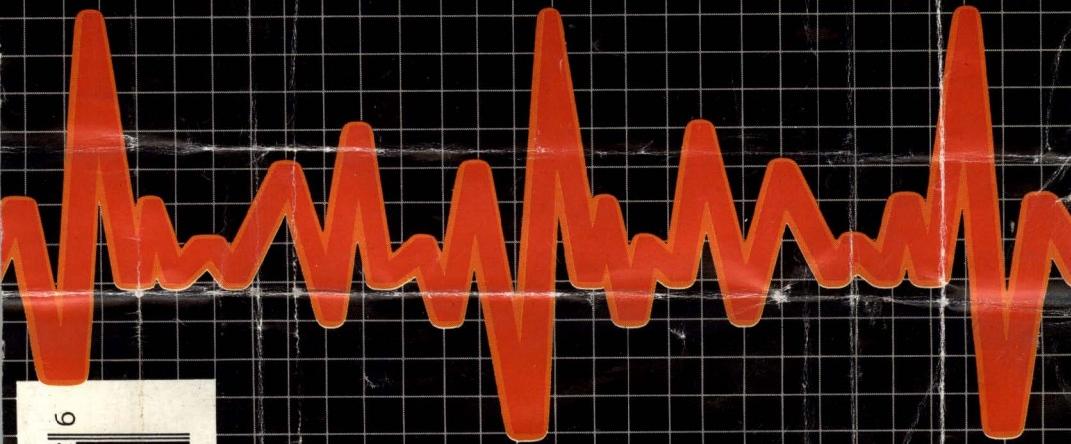
1. Keep an eye on the radar, this will show you if any machines have been switched off.
2. Do not waste stun-shots they will replenish but there is a maximum.
3. Remember you cannot shoot a Racoon while jumping over it.

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